AMENDMENTS TO THE CLAIMS

This listing of claims replaces all prior versions and listings of claims in the application.

1-31 (cancelled)

32. (Currently Amended)   An image processing device comprising:

~~operating means (4a)~~ a control panel for outputting an operating signal which operates a display member ~~(C1) displayed on display means~~;

~~image processing means (20a)~~ a CPU block for carrying out an image processing for displaying said display member ~~on said display means~~ based on said operating signal; and

~~imaging means (21a)~~ a video block for generating an imaging signal based on the result of said image processing from said ~~image processing means~~ CPU block and outputting said imaging signal ~~onto display means~~,

~~characterised in that~~ wherein said ~~image processing means (20a)~~ CPU block comprises polygon forming means for forming said display member with a number of polygons[[.]], image forming means for forming an image of said display member as viewed from a predetermined viewpoint, and perspective processing means for perspectively processing so as to render transparent a part of the display member, which is operated by a player, on the front side of said viewpoint.

33. (Currently Amended) An image processing device according to claim [[1]] 32, wherein said perspective processing means applies a mesh processing to a relevant polygon.

34. (Withdrawn - Currently Amended) An image processing method using an image processing device comprising:

~~carrying out~~ processing an image ~~processing~~ for displaying a display member ~~on display means~~ based on an operating signal from ~~operating means~~ a control panel which outputs said operating signal for operating said display member ~~displayed on said display means~~;

generating an imaging signal based on the result of said image processing; and

outputting said imaging signal ~~to said display means~~,

~~characterised in that~~ <u>wherein</u> said image processing forms said display member with a number of polygons and forms an image of said display member as viewed from a predetermined viewpoint, and includes perspective processing so as to render transparent a part of the display member, which is operated by a player, on the front side of said viewpoint.

35. (Withdrawn - Currently Amended) An image processing method according to claim [[3]] <u>34</u>, wherein said image processing is performed so as to form said display member as a character existing in virtual space, and to move and display said character based on said operating signal input from ~~operating means~~ <u>a control panel</u>, the method including:

displaying said character operated by a player and an opponent character ~~on the display means~~; and

making a judgment as to whether said character and said opponent character are in a fightable state; and wherein

said perspective processing is carried out when said character and opponent character are judged to be in said fightable state.

36. (Withdrawn - Currently Amended) An image processing method according to claim [[4]] <u>35</u>, wherein said viewpoint is changed within said virtual space and said character and opponent character are judged to be in said fightable state when said viewpoint reaches a predetermined position.

37. (Withdrawn - Currently Amended) An image processing device comprising:

~~operating means (4a)~~ <u>a control panel</u> for outputting an operating signal which operates a display member ~~displayed on display means~~;

~~image processing means (20a)~~ <u>a CPU block</u> for carrying out an image processing for displaying said display member ~~on said display means~~ based on said operating signal; and

~~imaging means (21a)~~ <u>a video block</u> for generating an imaging signal based on the result of said image processing from said ~~image processing means~~ <u>CPU block</u> and outputting said imaging signal ~~onto said display means,~~

~~characterised in that~~ wherein said ~~image processing means~~ CPU block is arranged to increase the number of polygons forming said display member when said display member is deformed and displayed.

38. (Withdrawn - Currently Amended) An image processing device according to claim [[6]] 37, wherein said ~~image processing means (20a)~~ CPU block comprises:

polygon forming means for forming at least one part of said display member with a minimum number of polygons;

polygon number increasing means for increasing a number of polygons forming the one part when the one part of the display member constituted of the minimum number of polygons is deformed and displayed; and

deformation processing means for carrying out an image processing for displaying the deformation of the one part of said display member formed by the minimum number of polygons based on the increased number of polygons.

39. (Withdrawn - Currently Amended) An image processing device according to claim [[7]] 38, wherein said polygon forming means comprises first means for forming the one part of said display member with a polyhedron, each face of which is constituted of one polygon, and

wherein said polygon number increasing means comprises second means for increasing the number of polygons in each face into a plural number of polygons.

40. (Withdrawn - Currently Amended) An image processing device according to claim [[7]] 38, wherein said ~~image processing means~~ CPU block comprises collision deciding means for forming said display member so as to comprise a first character and a second character, each of which simulates a body, and for deciding a collision between said first character and said second character, and

wherein said polygon forming means forms a head of said first character with a hexahedron, each face of which is constituted of one polygon, said polygon number increasing means increases the number of polygons in each face of said hexahedron when the decision of collision by said

va-178140

collision deciding means is affirmed and said deformation processing means carries out an image processing for deforming said head based on the increased number of polygons.

41. (Withdrawn - Currently Amended) A image processing device according to claim [[9]] 40, wherein each face of said head is formed in a rectangular shape.

42. (Currently Amended) An image processing device according to claim [[1]] 32, wherein said perspective processing means is arranged to perspectively process a said part of said display member (C1) which overlaps with another display member (C2).

43. (Currently Amended) An image processing device according to claim [[11]] 42, wherein said perspective processing means is arranged to apply a mesh processing to a relevant polygon corresponding to said part of said display member.

44. (Withdrawn - Currently Amended) An image processing method according to claim [[3]] 34, wherein said perspective processing is applied to a part of the display member (C1) which overlaps with another display member (C2).

45. (Withdrawn - Currently Amended) An image processing device according to claim [[6]] 37, wherein said image-processing-means CPU block comprises collision deciding means for deciding a collision between first and second characters forming the display member, a transforming signal output means for outputting a transforming signal for transforming at least one said character by deformation thereof when a collision is decided, and a polygon increasing means for increasing the number of polygons forming the character to be transformed, based on the transforming signal.

46. (Currently Amended) The image processing device of claim 32, adapted for use in a [[A]] game machine ~~having a display means and an image processing device according to any of claims 1, 2, 6 to 12 and 14~~.

47. (Currently Amended) The image processing device of claim 32, wherein a [[A]] recording medium ~~which~~ stores a program for executing the ~~respective means according to any of claims 1, 2, 6 to 12 and 14 by a computer~~ control panel, the CPU block, and the video block.